WHAT IS CLAIMED IS:

Claim 1. A method of playing a puzzle game, the method comprising:

providing a pegboard frame having a plurality of recesses therein;

providing a challenge card placed on an upper surface of the pegboard frame, the challenge card having a plurality of openings corresponding to certain ones of the plurality of recesses in the pegboard frame;

providing a plurality of posts placed through the openings in the challenge card and contacting the recesses in the pegboard frame;

providing a plurality of elongated planks, each of the plurality of planks being placed between adjacent ones of the plurality of posts;

providing a figurine at one side of the challenge card on one of the plurality of posts; and

traversing the challenge card from one side to another side by moving the figurine from one segment to another, wherein each segment comprises traversing from one of the plurality of posts to another of the plurality of posts along one of the plurality of planks disposed therebetween, and

wherein the plurality of planks are initially positioned on the challenge card to thereby require sequences in which planks must be lifted and repositioned between others of the plurality of posts as the figurine traverses the challenge card.

Claim 2. The method of claim 1, wherein the providing a challenge card step includes providing a challenge card of a first complexity for a first game, and providing a challenge card of a second different complexity for a subsequent game.

Claim 3. The method of claim 2, wherein the complexity of the challenge card is determined by a number of the segments the figurine must traverse, the placement of the planks, a number of posts, and a number of the sequences of lifting and repositioning the planks.

Claim 4. The method of claim 1, wherein the providing a challenge card step includes providing a universal challenge card having a plurality of openings corresponding to all of the plurality of recesses in the pegboard frame, and further comprising

viewing a challenge card pattern;

providing the plurality of posts placed through the openings in the universal challenge card and contacting the recesses in the pegboard frame according to positions of the posts depicted on the challenge card pattern; and

providing the plurality of elongated planks, each of the plurality of planks being placed between adjacent ones of the plurality of posts according to positions of the planks depicted on the challenge card pattern.

Claim 5. The method of claim 4, where the challenge card pattern is accessible via a computer network connected to a web site of a puzzle vendor.

Claim 6. The method of claim 1, wherein the providing a plurality of elongated planks step includes orienting each of the plurality of planks on a pre-designated region of the challenge card before the game commences.

Claim 7. The method of claim 1, wherein the providing a plurality of elongated planks step includes providing planks of different lengths between the adjacent ones of the plurality of posts, wherein the adjacent posts are spaced apart at different lengths, and wherein the plank contacts and fits securely between the adjacent posts.

Claim 8. The method of claim 1, wherein the sequences in which planks are lifted and repositioned includes lifting and repositioning a plank that contacts the post where the figurine is currently disposed.

Claim 9. The method of claim 8, wherein the sequences in which planks are lifted and repositioned includes lifting and repositioning the plank in a north-south or east-west orientation on the challenge card.

Claim 10. The method of claim 1, wherein the sequences in which planks are lifted and repositioned includes lifting and repositioning only one plank during each sequence.

Claim 11. A method of playing a computerized puzzle game, the method comprising:

providing a challenge card on a video display of a computer, the challenge card having a plurality of posts patterned on pre-designated areas of the challenge card, and a plurality of planks of different lengths patterned between adjacent ones of the plurality of posts, wherein the plurality of planks are initially positioned on the challenge card to

thereby require sequences in which planks must be lifted and repositioned between others of the plurality of posts to traverse the challenge card;

traversing the challenge card from a starting post patterned on one side to a finishing post patterned on an opposite side of the challenge card by using an input device for selecting a plank contacting the starting post and repositioning the plank between other adjacent posts; and

continuing the selecting and repositioning steps for the planks from one adjacent post to another adjacent post until reaching the finishing post.

Claim 12. A method of claim 11, further comprising blocking a selecting and repositioning step if the step is contrary to rules embedded in the computerized puzzle game.

Claim 13. A method of playing a puzzle game, the method comprising:

providing a challenge card patterned on a suitable substrate, the challenge card having a plurality of posts positioned on pre-designated areas of the challenge card;

providing a plurality of elongated planks, each of the plurality of planks being placed between adjacent ones of the plurality of posts; and

traversing the challenge card from one side to another side by moving from one segment to another, wherein each segment comprises traversing from one of the plurality of posts to another of the plurality of posts along one of the plurality of planks disposed therebetween, and

wherein the plurality of planks are initially positioned on the challenge card to thereby require sequences in which planks must be lifted and repositioned between others of the plurality of posts while traversing the challenge card.

Claim 14. A puzzle game, comprising:

a pegboard frame having a plurality of recesses therein;

a challenge card, the challenge card being disposed on an upper surface of the pegboard frame, the challenge card having a plurality of openings corresponding to certain ones of the plurality of recesses in the pegboard frame;

a plurality of posts placed through the openings in the challenge card and contacting the recesses in the pegboard frame;

a plurality of elongated planks, each of the plurality of planks being placed between adjacent ones of the plurality of posts and contacting the challenge card; and

a figurine at one side of the challenge card disposed on one of the plurality of posts;

wherein the game comprises traversing the challenge card from one side to another side by moving the figurine from one segment to another, wherein each segment comprises traversing from one of the plurality of posts to another of the plurality of posts along one of the plurality of planks disposed therebetween, and

wherein the plurality of planks are initially positioned on the challenge card to thereby require sequences in which planks must be lifted and repositioned between others of the plurality of posts as the figurine traverses the challenge card.

Claim 15. The puzzle game of claim 14, wherein the challenge card further comprises a pattern printed on a surface thereof, the pattern including a river between opposing shores, and pre-designated regions identified on the challenge card for initially disposing the plurality of planks on the pre-designated regions prior to commencing a game.

Claim 16. The puzzle game of claim 14, wherein a complexity of the challenge card pattern is determined by a number of the segments the figurine must traverse, the placement of the planks, a number of posts, and a number of the sequences of lifting and repositioning the planks.

Claim 17. The puzzle game of claim 14, wherein the challenge card is a universal challenge card having a plurality of openings corresponding to all of the plurality of recesses in the pegboard frame, thereby allowing selectivity in positioning the plurality of posts and plurality of planks.

Claim 18. The puzzle of claim 14, wherein the plurality of elongated planks include planks of different lengths.

Claim 19. The puzzle of claim 14, wherein the figurine includes a magnet disposed in a base thereof, and each of the plurality of elongated planks includes a magnet disposed in an underside thereof, thereby providing a magnetic coupling between the figurine and the plank during game play.

Claim 20. The puzzle of claim 14, wherein the posts are cylindrical shaped, and end portions of each of the plurality of elongated planks are curved inwardly to conform to the cylindrical shape of the posts, thereby providing a snug fit that precludes horizontal displacement while allowing vertical displacement to reposition the planks.

Claim 21. The puzzle of claim 14, wherein the posts comprise a designated outer shape, and end portions of each of the plurality of elongated planks are configured to conform to designated outer shape of the posts, thereby providing a snug fit that precludes horizontal displacement while allowing vertical displacement to reposition the planks.